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This is a short description of how the game looks:

- Picture1. This is representation of the initial setup of the game.
Picture2. This is the point at which hand-to-hand combat begins.
Picture3. Close-up version of Picture2. It illustrates the moment when weapons reach the enemy and hand-to-hand combat begins.
Picture4. Another close-up version of picture2.
I did not use a flat surface in the photographs, because they would not come out as clearly. The floor would reflect and blur the images.

This is a short description of the steps of shooting.

- Picture 5. An arrow of the bow laying on the shooting support, as said in the rules, placed upon row shooting.
Picture 6. The moment before the finger flicks the arrow.
Picture 7. The position of the hand right after shot.
Picture 8. An example of how an arrow looks as a result of shooting.
In this case, one of the enemy units is wounded.
Picture 9. An arrow of the crossbow laying on the shooting support, as said in the rules, placed upon row of shooting.
Picture10. The moment before the finger flicks the arrow.
Picture11. The position of the hand right after shooting.
Picture12. An example of how an arrow looks as a result of shooting.
In this case, no one is killed or wounded.

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